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"augmented reality" position (viewer OR user)   | Search |

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H Kato

M Billinghurst

J Rekimoto

I Poupyrev

R Azuma

**Marker** Tracking and HMD Calibration for a Video-based **Augmented Reality** Conferencing System - all 12 versions »
H Kato, M Billinghurst - ... 2nd IEEE and ACM International Workshop on **Augmented Reality**, 1999 - doi.ieeecs.org
... for ID recognition and **user** head **position** and pose ... In this case, the **user** can see the real ... review of the issues faced in **augmented reality** registration and ...
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**Virtual** object manipulation on a table-top AR environment - all 11 versions »
H Kato, M Billinghurst, I Poupyrev, K Imamoto, K ... - **Augmented Reality**, 2000 (ISAR 2000). Proceedings. IEEE and ..., 2000 - ieeexplore.ieee.org
... The users experience a video see- through **augmented reality**, seeing the real world through the video ... In order to track **user** and object **position** we modified ...
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Mixing Realities in Shared Space: An **Augmented Reality** Interface for Collaborative Computing - all 3 versions »
M Billinghurst, I Poupyrev, H Kato, R May - Proceedings of ICME 2000, 2000 - hitl.washington.edu
... goal of this demonstration was to show how **augmented reality** could be ... video stream to the **user** HMD ... **Position** and orient objects Render 3D objects in video frame ...
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The Studierstube **augmented reality** project - all 12 versions »
D Schmaistieg, A Fuhrmann, G Hesina, Z Szalavari, ... - Presence: Teleoperators and **Virtual** Environments, 2002 - MIT Press
... combines the best elements from **augmented reality**, ubiquitous computing ... ways of determining camera **position**, creating stereo ... an OIV-compati- ble **viewer** with a ...
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Collaborative Mixed Reality - all 5 versions »
M Billinghurst, H Kato - Proceedings of the First International Symposium on Mixed ..., 1999 - hitl.washington.edu
... Displayed data can be different for each **viewer**. ... The result is an **augmented reality** communication space with ... the **user** moves their head (and camera) **position**. ...
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Augmented surfaces: a spatially continuous work space for hybrid computing environments - all 8 versions »
J Rekimoto, M Saitoh - Proceedings of the SIGCHI conference on Human factors in ..., 1999 - portal.acm.org
... ubiquitous computing, architectural media, physical space, **augmented reality** ... of the notebook screen, the **user** can control the **virtual** cursor **position** on the ...
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The MagicBook-moving seamlessly between reality and virtuality - all 5 versions »

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### .:Augmented Reality Games on Handhelds:.
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to create a virtual world layered on top of a real-world context. ...
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allows greater flexibility in placement of. **augmented** information. ...
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### [PDF] Composing Outdoor Augmented-Reality Sound Environments
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### GPS based augmented reality collision avoidance system - Patent ...
The present invention comprises a global positioning system (**GPS**) based **augmented
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is extending. **augmented reality** systems from room size areas to ...
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### Technology News: Cutting Edge: Augmented Reality: Hyperlinking to ...
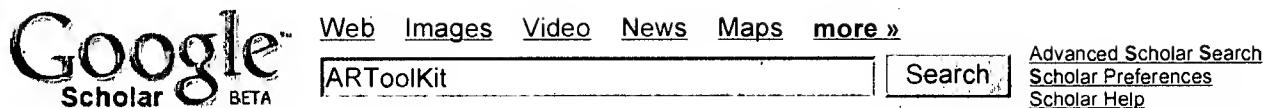"What **augmented reality** will do is unify the real world with the computer ... the **GPS**
readings can be corrected to produce a more accurate indication of a ...
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### » 'Augmented reality': the educational component | Education IT ...
... an innovative pilot program that uses handheld computers and **GPS** units to make an
**augmented reality**-based educational environment, reports eSchool News. ...
education.zdnet.com/?p=821 - 46k - Jul 2, 2007 - Cached - Similar pages

### Technology Review: Hyperlinking Reality via Phones
The field of **augmented reality**, in which supplementary information from a computer ...
extra hardware: a **GPS** sensor to determine the location of the phone, ...
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**All Results**

<u>H Kato</u>
<u>M Billinghurst</u>
<u>B Thomas</u>
<u>W Piekarski</u>
<u>D Schmalstieg</u>

### Using **ARToolKit** for 3D hand position tracking in mobile outdoor environments - <u>all 8 versions »</u>
W Piekarski, BH Thomas - Augmented Reality Toolkit, The First IEEE International ..., 2002 - ieeexplore.ieee.org
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[CITATION] **ARToolKit**
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### **ARToolKit** on the PocketPC platform - <u>all 7 versions »</u>
D Wagner, D Schmalstieg - Augmented Reality Toolkit Workshop, 2003. IEEE International, 2003 - ieeexplore.ieee.org
... 9-11/188/2 A 1040 Vienna, Austria Wagner schmalstieg } @ ims.tuwien.ac.at Abstract In this paper we describe the port of **ARToolKit** onto the PocketPC platform ...
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Page 1 77 A Registration Method based on Texture Tracking using **ARToolKit** Hirokazu Kat&, Keihachiro Tachibana2, Mark Dillinghurst3, Michael Grafe4 'Graduate ...
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### <u>Using **ARToolkit** for passive tracking and presentation in ubiquitous workspaces - all 5 versions »</u>